User Interface - Bug #5570

properly support keyboard input for multi-byte charsets

07/29/2021 07:07 AM - Alexandru Lungu

Status:	New		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	

Description

History

#1 - 07/29/2021 07:21 AM - Alexandru Lungu

FWD does not properly map UTF-8 characters to key codes as 4GL uses a rather raw bitstring representation. Consider ĵ (Latin Small Letter J with circumflex), which in FWD is mapped to key code 309 and in 4GL to 50357. This issue may cause key code conflicts; ĵ ans F9 has the same key code in FWD (309). For other charsets (e.g. UTF-16), the key code for ĵ or F9 may differ (to be tested).

For better understanding, consider:

- testcases/uast/i18n/printable_checker.p, which displays a simple fill-in. Experiment with different UTF-8 inputs and check which ones are printable. Specifically for ĵ, use the Esperanto keyboard language - this way the key code conflict can be reproduced.
- testcases/uast/i18n/key_code_checker.p, which prints a key's code and its representation. Experiment with different UTF-8 inputs and check the codes both in 4GL and FWD. Note that -cpstream UTF-8 should be used in 4GL.

#3 - 07/29/2021 07:32 AM - Greg Shah

- Subject changed from Add support for multi-byte charsets to properly support keyboard input for multi-byte charsets